Wii
MARIO PARTY 8
INSTRUCTION BOOKLET

Art.Nr. 2120746M/B&K/0607 [1006/UKV/RVL]

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Thank you for selecting the MARIO PARTY™ 8 Game Disc for your Wii™ system.

WARNING: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo® Hardware system, Disc or Accessory. The booklet contains important safety information.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

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Nintendo

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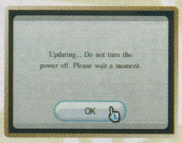
System Update

Please note that when first loading the Wii Disc into the Wii console™, the console will check if your Wii system is up-to-date, and if necessary a **Wii System Update Screen** will appear. Select OK to proceed.



Miis Join the Party!

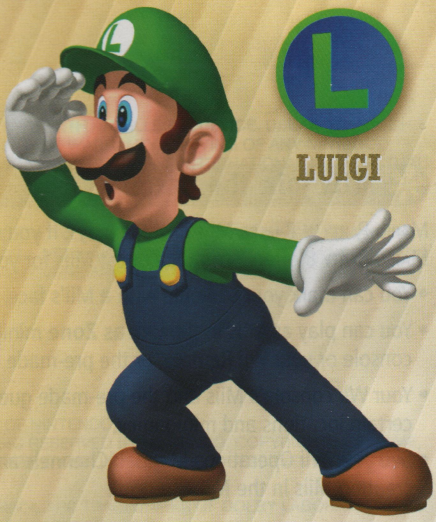
Mario Party™ 8 uses Miis in three ways. If you don't have any of your own Miis, Mario Party 8 offers pre-made guest Miis for your use.

- You can mark your save file with a Mii's face.
- You can play as Miis in the **Extras Zone** minigames, using Miis stored in your Wii console or your Wii Remote, or the pre-made guest Miis.
- Your Wii console's Miis and the pre-made guest Miis will show up as spectators in certain locations and minigames.
- See your Wii Operations Manual: Channels and Settings for more information about creating Miis in the **Mii Channel**.

Story and Characters

Crazy minigames! Board game lunacy! And more surprises than you can shake a Wii Remote at! Yes, the Star Carnival has rolled into town, and all of your favourite Mario characters are ready to party! And they can't wait to test their minigame mettle in the main event: the Star Battle! The winner is crowned the Superstar and wins a year's worth of candy! Who's going to take top honours at the Star Carnival?!

MARIO



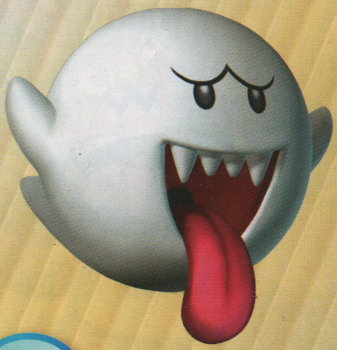
LUIGI

PEACH
DAISY
WARIO
WALUIGI

TOADETTE

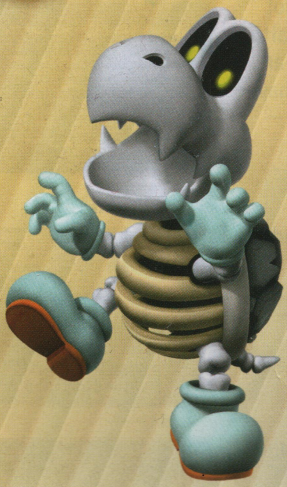
TOAD

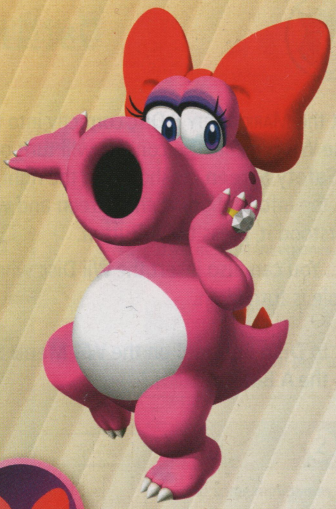
YOSHI



BOO

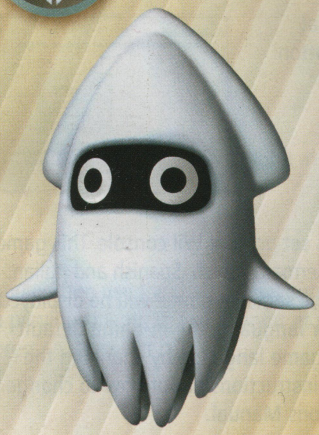
DRY BONES





BIRDO

BLOOPER



HAMMER BRO

Blooper and Hammer Bro join the party only after you fulfil certain conditions in the game.

Getting Started

Insert the MARIO PARTY 8 Disc correctly into the Disc Slot on the Wii console. The console will turn on. The **Health and Safety Screen**, as shown on the right, will appear. Read the information on this screen and when you have understood it, press the A Button.

WARNING-HEALTH AND SAFETY
BEFORE PLAYING, READ YOUR OPERATIONS MANUAL FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
Also online at
www.nintendo.com/healthsafety/
Press A to continue.

Note: You can also insert the Wii Disc when the Wii console is turned on.

Point to **Disc Channel** on the **Wii Menu Screen** and press the A Button.

The **Channel Preview Screen** will appear. Point at the START panel and press the A Button to select it.

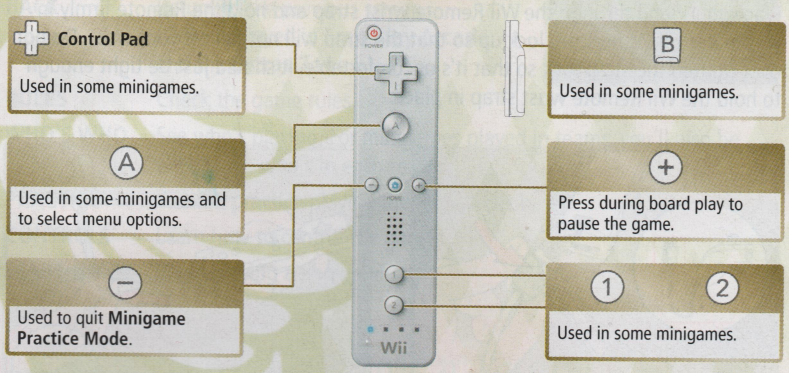
The **Strap Information Screen** appears, check that strap is correctly attached and then press the A Button.

Reminder:
Securely fasten the wrist strap as shown.
When using a controller connected to the Wii Remote, put the wrist strap through the connector hook.

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual.

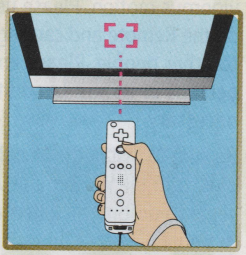
Controls

Playing with the Wii Remote

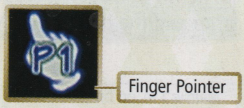


How to Point and Select

In this manual, "pointing" means using the Wii Remote to indicate a certain part of the screen. You can point whenever you see the finger pointer appear.



To "select" something, first point at it then press Ⓐ.

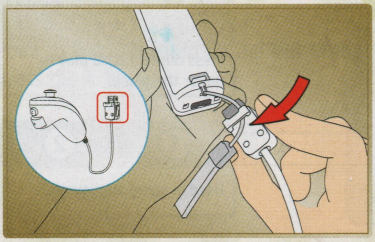


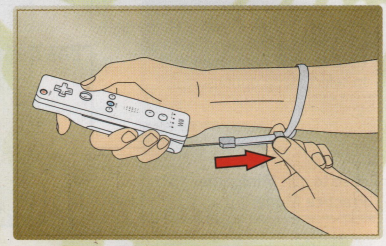
You'll often use the BACK panel on menus to return to a previous menu. To use it, point at the BACK panel and press Ⓐ to select it.

Wii Remote Wrist Strap

Please make sure to use the Wii Remote wrist strap during play, regardless of whether you are using the Nunchuk or not. (The Nunchuk is only used in the minigame **Flagging Rights.**)

Feed the cord on the Wii Remote wrist strap through the Connector Hook. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Remote. Place your hand through the Wii Remote wrist strap and hold the Remote firmly in your hand. Slide the strap lock up so that the strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Wii Remote wrist strap in place.





CAUTION: Wii gameplay with the Wii Remote and Nunchuk can involve rapid or vigorous motion. Please use the Wii Remote wrist strap to prevent losing your grip on the Remote and causing damage to the Remote and surrounding objects, or injury to other people. Please ensure sufficient distance to avoid colliding with other persons or things. In addition, do not swing the Remote and Nunchuk more than necessary.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Wii Remote wrist strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Remote and striking objects or people.

WARNING: Not suitable for children under 36 months of age. The Wii Remote wrist strap and the cord of the Nunchuk can coil around the neck.

Controlling the minigames and the Minigame Instructions Screen

On the **Minigame Instructions Screen**, you'll see a menu like this. Before starting a game, take a moment to read through the instructions.

BACK Return to the previous screen. (Only displayed in **Free Play Arcade** and the **Extras Zone**.)

RULES Check the game rules.

WHO'S WHO See who's playing. For minigames played in teams, you'll also be able to see who's in each team.

PRACTICE You can practice playing the minigames here.

CONTROLS Learn how to control the games.

START GAME Begin playing a minigame.

Starting a Game

Data select

Select START on the **Title Screen** and the **Data Select Screen** will be displayed.

Beginning a new game

Choose an empty slot and select a Mii to mark it with. If you've already made a Mii, you can use it here. If you haven't made one yet, just select one from the list of guest Miis.

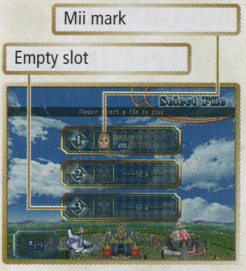
Continuing a game

Select one of your previously saved data files and select PLAY to continue from where you left off.

Copying and Erasing data

Choose one of your previously saved data files. If you want to make a copy, first select COPY and then choose an empty slot. Choose ERASE if you want to delete it.

Be careful, erased data cannot be retrieved.



Around the Star Carnival!

To explore the carnival, select the PLAY option from the **Select File Screen** to go to the **Play Choices Screen**. There are five areas on the carnival grounds:

Party Tent

Characters compete on party boards in three kinds of battles: Four characters compete in a **Battle Royale** (one to four players). They separate into two teams (one to four players) in a **Tag Battle**. Two characters face off (one or two players) in a **Duel Battle**.

Star Battle Arena

One player faces off against one opponent on each party board.

Minigame Tent

Players can enjoy several non-board challenges that draw upon minigames, or simply go straight to the minigames in **Free Play Arcade**.

Extras Zone

This area features eight minigames that you won't see during party-board play. (You can play these games with your Miis.)

Fun Bazaar

Use the Carnival Cards you earn to unlock minigames and other surprises. You can also view minigame records here.

About Save Data

WHEN PLAYING BATTLE ROYALE OR TAG BATTLE IN THE PARTY TENT

Data will be saved automatically at the end of each turn.

WHEN PLAYING STAR BATTLE ARENA OR DUEL BATTLE IN THE PARTY TENT

Data will only be saved when you end the game.

Warning

If you have saved data, you will start where you left off. If you start a new game, you will lose your previously saved data the first time the game is saved.

Party Tent

When you start a new game in the **Party Tent**, you'll use the following procedure to choose the rules and settings for your party-board match. Player 1 controls all choices except the character selections.

Select Battle

BATTLE ROYALE

Four characters face off (one to four players)

TAG BATTLE

Two teams of two fight it out (one to four players)

DUEL BATTLE

Two characters battle (one or two players) (p. 22 – 23)

Confirm Battle Rules

You can see the rules for a battle by selecting the relevant RULES panel. Take a good look, especially if you're going to try a new kind of battle for the first time, then go back to the **Battle Selection Screen** and confirm which kind of battle you want to start.

Select BACK to return to the previous screen.

Select Players

Two players

One player

Three players

Four players

Select Character

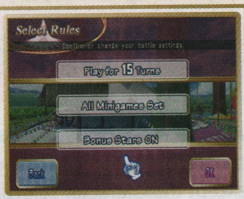
Each player will control a different finger pointer when choosing a character. Player 1 must choose any system-controlled (COM) characters. Player 1 must also select OK when everyone has finished with their selections.

RANDOM Player 1 can select this option to randomly assign characters to players who haven't chosen one yet.

Select Team

You must also choose teams when playing a **Tag Battle**. Each team has a unique team name, depending on which two characters are paired.

Select Rules (1)



The default rules are those shown to the right.

Number of Turns

You can select between 10 and 50 turns (in intervals of 5) (p. 15).

Minigame Sets

Choose one of the following two options:

- ALL MINIGAMES SET — All party-board minigames can show up.
- SIMPLE MINIGAME SET — Only the easy-to-play minigames will appear.

Bonus Stars

If you select BONUS STARS ON, then Bonus Stars will be awarded at the end of the game.

Select Rules (2)

COM DIFFICULTY SETTINGS

Choose a skill setting for any system-controlled characters (COM players) to make each an EASY, NORMAL, or HARD foe to beat.

HANDICAP SETTINGS

In **Battle Royale** and **Tag Battle**, you can choose the Handicap setting for each character, giving each an advantage of Stars to start out with (0 to 3 Stars).

Select Stage

Choose a party-board stage to play (p. 25–27).

Review your selections, then select START GAME to continue.

Start the game!

Game Flow

Let's take a look at how the game is played. Some modes have different conditions for winning, but the general goal is to collect Stars and coins.

ONE TURN

The first player or team hits the Dice Block and moves that many spaces forward. You can also use Candy before you hit the Dice Block (p. 19–20).

The player will experience an event depending on the spaces he lands on (p. 17) or the Candy he uses.

The other players will repeat the above steps.

A minigame begins when all players and teams have finished moving (p. 21). (Not in a **Duel Battle**.)

The game ends when the last turn is over or in case of a **Duel Battle**, when the players have fulfilled certain set conditions.

Once everyone has moved and the minigame has ended, the next turn will begin.

When the game is almost over, an event called CHUMP CHARITY will begin (p. 22).

If you have selected BONUS STARS ON, then those Stars will be awarded at the end of the game. (Not in a **Duel Battle**.)

- **MINIGAME STAR** — For the player or team who earned the most coins in minigames.
- **CANDY STAR** — For the player or team who used the most Candy.
- **GREEN STAR** — For the player or team who landed on the most Green Spaces.
- **RUNNING STAR** — For the player or team who advanced the most spaces.
- **SHOPPING STAR** — For the player or team who spent the most coins in shops.
- **RED STAR** — For the player or team who landed on the most Red Spaces.

The winner is announced!

The Game Screen

Battle Royale / Duel Battle

Dice Block

When your turn arrives, you must first use the Dice Block to determine how far you'll move. To hit the block, motion upward with the Wii Remote. You can move the number of spaces (1 to 10) that you roll. If you have Candy, you must first select the Dice Block icon to roll a number.

Status Panel for the player currently taking a turn.
Character currently taking a turn.
Status Panels for the characters awaiting their turns.
Candy
Path Map
Full Map

For more information, see Stage Controls (p. 18).

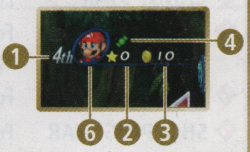
Tag Battle

In a **Tag Battle**, teams of two players each will compete on the board. Each player moves on their own, but their Stars, Coins and Candy are owned by both team-mates.

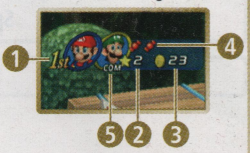
1. Current ranking
   A character's or team's rank is determined by the number of Stars owned, with coins used as a tie-breaker.
2. Number of Stars
3. Number of Coins
4. Current Candies
5. COM-controlled characters
6. Blue (P1), Red (P2), Green (P3), and Yellow (P4)

In a **Battle Royale**, the panel's colour changes to the colour of the space you land on, which determines what kind of minigame everyone plays at the end of the turn (p. 21).

Status Panel: Battle Royale / Duel Battle



Status Panel: Tag Battle



Types of Spaces

BLUE SPACE
You'll receive three coins when you land on this space.

RED SPACE
You'll lose three coins when you land on this space.

GREEN SPACE
Landing on this space triggers a surprise event, which varies by board and location.

LUCKY SPACE
This triggers a very lucky event, which varies by board and location.

DK SPACE
Landing on this space triggers an event that helps you out. When it's finished, all of these spaces turn to Bowser spaces.

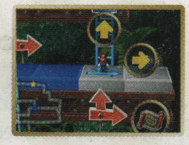
BOWSER SPACE
Landing on this space starts an event that hinders you. When it's finished, all of these spaces turn to DK spaces.

Stage Features

1 ?CANDY
You can get a free, random piece of Candy here.

2 CANDY SHOP
You can buy Candy here (p. 19–20).

INTERSECTIONS
This is where the game path branches and you must choose in which direction to proceed (p. 18).



STAR SPACE
You can receive a Star here. The conditions to receive a Star vary by stage.

The four stage features listed don't count against your Dice Block move total.

Stage Controls

In addition to hitting the Dice Block, you have several other options when your turn arrives. Select an icon to choose a turn option.

Select Candy

You can choose to eat Candy before you use the Dice Block. The icon will appear only if you currently have Candy (p. 19–20).

View Paths

You can also view the path flow to see at a glance where you, other characters, and the Star are all on the board. If the path map doesn't fit on the screen, you can shift the map around by moving the Wii Remote while holding Ⓐ.

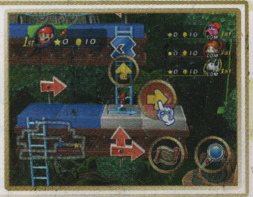
Press B to hide character indicators.

View Map

You can scroll around the board to see many more details by moving the Wii Remote while holding Ⓐ.

NAVIGATING INTERSECTIONS

To choose a direction to move at a branching path, you must select the direction on the screen. Before choosing, you can also survey the board by selecting the VIEW PATHS or VIEW MAP options.



Candy

You can eat Candy before hitting the Dice Block to cause various effects. Players can hold three pieces of Candy each during **Battle Royale**, **Duel Battles**, and **Star Battle Arena**, and one team can hold five pieces during **Tag Battles**. If you try to pick up more than that, you'll have to discard a piece of Candy.

Press and hold Ⓐ or Ⓑ.

If you eat any Candy wrapped in green, you'll need to throw a dart at the Dart Wheel to determine which player you'll target or how many coins to take away from someone. When you see the wheel shown above, hold the Wii Remote while pressing Ⓐ or Ⓑ and motion forward as if throwing a dart.

Red Candy – Affects the Dice Block

TWICE CANDY

This lets you hit two Dice Blocks.

THRICE CANDY

This lets you hit three Dice Blocks.

SLOWGO CANDY

This makes the dice show only 1 through 5 and slows the scrolling of numbers so you can get the one you want.

Green Candy – Makes Impact Before You Move

SPRINGO CANDY

Turns your legs into springs, so you can hop to a faraway rival as determined by a dart throw.

CASHZAP CANDY

Releases lightning that reduces your opponent's or other team's coins by half.

VAMPIRE CANDY

Turns you into a vampire bat that steals a number of coins from your opponents as determined by your dart throw.

Yellow Candy – Makes Impact While You Move

BITSIZE CANDY

Turns you into a pixelated character who collects three coins for every space travelled.

BLOWAY CANDY

Turns you into a tornado that sends every opponent you pass back to the start.

BOWLO CANDY

Turns you into a ball that bowls over every opponent you pass, stealing each one's coins. In **Battle Royale** and **Tag Battle**, you'll steal ten coins. In **Duel Battle** and **Star Battle**, you'll steal twenty coins.

WEEGLEE CANDY

Turns you into three tiny versions of your character that collectively steal one Candy from each opponent you pass.

Blue Candy – Makes Massive Impact While You Move

THWOMP CANDY

Transform into a Thwomp and squash every opponent you pass, reducing their coins by half.

BULLET CANDY

Transform into a Bullet Bill and hit three Dice Blocks, stealing one Star from each opponent you pass.

BOWSER CANDY

Transform into Bowser and hit two Dice Blocks, stealing two Stars from each opponent you pass.

DUELO CANDY

Burn with the passion for the duel! You will stop and duel the first opponent you encounter. If you win, you can steal coins or Stars with a spin of the wheel.

Party-Board Minigames

In **Battle Royale** or a **Tag Battle**, players will compete in a minigame after everyone moves. Depending on the colour of spaces that each player has landed on, a certain kind of minigame will start. The player or team who wins the minigame will get coins.

4-Player Minigame (All land on same colour.)

OR

Four players compete against each other.

1-Vs.-3 Minigame (One character lands on a different colour than the others.)

OR

The character who landed on the different colour competes against the other three.

2-Vs.-2 Minigame (Two characters land on one colour; the other two land on another.)

In a **Tag Battle**, characters will compete only on their Tag teams.

- If you land on a space that is neither red nor blue, you'll be assigned a red or blue colour randomly.
- There are no **1-Vs.-3 Minigames** in a **Tag Battle**.
- You will occasionally bump into a **Battle Minigame** where you can wager coins as determined by a spin of the wheel.

Chump Charity

When you reach the last five turns in a **Battle Royale** or a **Tag Battle**, there will be a last-chance event with the following rules. Remember, it's not over 'til it's over!

- **ALL SPACES EXCEPT FOR THOSE THAT CHARACTERS ARE STANDING ON WILL HAVE COINS PLACED ON THEM.**

Red Spaces get five coins and other spaces get one coin. These disappear when picked up, so it's first come, first served!

- **THE PLAYER IN LAST PLACE WILL RECEIVE COINS OR A PIECE OF DUELO CANDY.**

Duel Battles

A **Duel Battle** is a short, fast-paced mode for one or two players. You can duel against a friend or against a COM player.

Duel Battle Settings

After choosing **Duel Battle**, you may adjust the following settings.

Select Players	You can choose either P1 and COM or select P1 and P2.
Select Character	
Select Rules (1)	Choose which set of minigames to use.
Select Rules (2)	If you chose P1 and COM, select difficulty for the COM player.
Select Stage	Choose a party board to play on.
If the settings are okay, select START GAME.	
Start the game!	

Differences from Battle Royale

Duel Battles are similar to **Battle Royale**, with the following exceptions:

- To win, a player must fulfil certain conditions that differ on each stage (p. 25 – 27).
- The board size and path flow may be different, and certain locations on each stage may work differently.
- Players don't compete in minigames after they move on the board. Instead, certain board spaces trigger minigames (see below).
- When the game is nearly finished, there is an event called SPECIAL BONUS that grants Candy or coins to the player in second place.
- If the game goes 30 turns without a winner, the match is declared a draw.

Duel Battles: Additional Spaces

In addition to Lucky Spaces, **Duel Battle** boards also feature the following exclusive spaces and areas:

VS. SPACE
Landing on this space will start a **Duel Minigame**. The winner will take coins from the loser.

CHALLENGE SPACE
Landing on this space starts a **Challenge Minigame**.

COIN BLOCK AREA
When you pass through this area and hit the coin block, you will receive coins. (Passing through does not count against your Dice Block roll.)

Star Battle Arena

The **Star Battle Arena** is for one player only. You'll play against a COM-controlled character on each of a series of stages. If you make it to the very end, you will be dubbed the Superstar. The rules are similar to **Duel Battles** in the **Party Tent** (p. 22 – 23). Unlike **Battle Royale** and **Tag Battles**, your game is saved at the end of each stage, not at the end of each turn.

Pause Menu

Press ⊕ during a game to reach the **Pause Menu**.

You can choose to QUIT a board or even change SETTINGS during game play. Options differ depending on the Game Mode.

PLAYER

You can change players from player-controlled to COM and back, or change COM difficulty.

COM difficulty ranges from EASY to NORMAL to HARD (and to VERY HARD, after it has been unlocked).

COM MINIGAMES

You can choose to view or skip minigames that involve COM players.

MINIGAME SETS

You can change which group of minigames appear on the board here.

Choose from ALL MINIGAMES SET or SIMPLE MINIGAMES SET.

MESSAGE SPEED

You can change the message display speed from SLOW to NORMAL to FAST.

In the **Pause Menu** for the **Star Battle**, you can only change COM MINIGAMES and MESSAGE SPEED.

Board Maps

How to collect Stars or win in **Duel Battles** (p. 22–23) and **Star Battle Arena** (p. 24).

DK's Treetop Temple

Set in the deepest jungle, this stage is viewed from the side in traditional Donkey Kong style. Avoid the barrels as they come crashing down and try out the water slide event to see if you can make it all the way from the top to the bottom in one go.

How to get a Star

Trade 20 coins for the Star in the Star area.

How to win in Duel Battle or Star Battle Arena

Collect 2 Stars before your opponent does.

Goomba's Booty Boardwalk

This stage takes place on a single road by the sea. A pirate ship is anchored near a treasure island far off in the distance, where Captain Goomba is protecting his precious treasure.

How to get a Star

Captain Goomba will give you a Star if you can reach him.

How to win in Duel Battle or Star Battle Arena

Collect 50 coins and reach Captain Goomba before your opponent does.

Minigame Tent

Settings

One to four players can play minigames here that you have unlocked in other parts of the carnival. You'll need to configure the following settings:

Select Players

Select Character

Select Rules (Set COM difficulty)

Select Game

If all settings are okay, choose START GAME.

START GAME!

Games that are shadowed must be unlocked by meeting certain conditions.

Five Ways to Play!

Press ⊕ while playing one of the five game modes (but not during a minigame) to exit and go back to the **Game Select Screen**.

Free Play Arcade

Play any minigame you have encountered in the **Party Tent** or in a **Star Battle Arena** here. Press ⊕ while playing a minigame to access the **Pause Menu**. Press Ⓐ to restart the minigame. Press ⊖ to quit the game.

Crown Showdown

Compete to be the first to tally 3, 5, or 7 wins in this competitive mode. Up to four people can play, or you can start a heated duel with only two. When you have four players, you will also need to choose the type of minigame you'll play.

Unlock It! You will need to have unlocked at least one of each minigame in the following four categories: **4-Player Minigames**, **1-Vs.-3 Minigames**, **2-Vs.-2 Minigames**, and **Duel Minigames**.

Flip-Out Frenzy

When you win a minigame, you can choose one of the tiles that have not yet been claimed. When you choose a tile, all of the other tiles in the same row and column will also be seized. To win you must finish with the most tiles. Up to four players can play.

Unlock It! You must have unlocked at least one **4-Player Minigame**.

Tic-Tac Drop

Play **Duel Minigames** to determine who gets to drop balls of their own colour into a grid. The first player to line up three balls of their own colour wins. One or two players can play.

Unlock It! You must have unlocked at least one **Duel Minigame**.

Test for the Best

In this one-player mode, you'll play the following ten mini-games, trying to get the best score you can.

Your performance will be rated to determine your minigame level, which sends you ever higher in a hot-air balloon!

- Swing Kings
- Kartastrophe
- Snipe for the Picking
- Rotation Station
- Alpine Assault
- Ion the Prize
- Settle It in Court
- Surf's Way Up
- Pumper Cars
- Saucer Swarm

Unlock It! You must unlock this mode in the **Fun Bazaar**.

Play Interesting Games in the Extras Zone

Eight "extra-large" minigames appear only in the **Extras Zone**. Four of them are available from the beginning, and you can unlock the rest. Press ⊕ on the **Menu Screen** to exit a Game Mode and go back to the **Play Choices Screen**. You can configure the following settings when you're in the **Extras Zone**:

Select Players — Choose the number of players.

Select Character

Each player can choose to play as either a MARIO PARTY 8 character or a Mii character. Select OK after you've selected the characters. If more than one player is playing, each person must select a character. Each player should select OK after choosing, then the next player can select a character.

Choose Minigames

The number of players and number of Wii Remotes required is different from game to game. For details, follow the **Setting Screen** which appears after you've selected each minigame.

Extras Zone – Navigation Notes

Press ⊕ while playing a minigame to access the **Pause Menu**. Press Ⓐ to restart the minigame or ⊕ to continue. Press ⊖ to quit the game. Press ⊕ on the **Menu Screen** to exit a **Game Mode** and go back to the **Play Choices Screen**.

Fun Bazaar

Use your Carnival Cards earned from playing in other carnival areas to unlock Carnival Figures, minigames and other surprises. Or simply drop in to check the **Records Board**.

Records Board

Look here for the best records on each minigame or for general information about the Minigame Sets.

Minigame Wagon

Trade your Carnival Cards for new minigames here. You will only be able to access the Minigame Wagon after completing the **Star Battle Arena**.

Carnival Wagon

Come here to see any Carnival Figures that you've purchased put on display or entered into a lively parade.

Surprise Wagon

Trade your Carnival Cards for various game items here.

Carnival Calliope

Come here to listen to game sounds and music, as well as character voices.

Notes

The PEGI age rating system:

Age rating categories:

Content descriptors:

BAD LANGUAGE

DISCRIMI-NATION

DRUGS

GAMBLING

FEAR

SEXUAL CONTENT

VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system visit:

http://www.pegi.info

24 MONTHS WARRANTY

This warranty covers the Wii games software (the "**Product**") supplied by Nintendo of Europe GmbH ("**Nintendo**").

Subject to the terms and exclusions below, Nintendo warrants to the original consumer purchasing the Product ("**you**") that, for a period of 24 months from the date of the purchase of the Product by you, the Product will be free from defects in materials and workmanship.

To make a valid claim under this warranty, you must notify Nintendo of the defect in the Product within 24 months of the date of the purchase of the Product by you and you must return the Product to Nintendo within 30 days of notifying Nintendo of that defect. If, having inspected the Product, Nintendo accepts that the Product is defective, Nintendo will (in its sole discretion) either repair or replace the Product (or the part causing the defect) without charge, or refund the price you paid for the Product.

This warranty does not affect your statutory rights.

EXCLUSIONS

This warranty does not cover:

- accessories, peripherals or other items that are intended for use with the Product but are not manufactured by or for Nintendo (whether or not included with the Product at the time of purchase);
- the Product if it was purchased outside the European Economic Area;
- the Product if it has been resold, or used for rental or commercial purposes;
- defects in the Product that are caused by accidental damage, your and/or any third party's negligence, unreasonable use, use with products not supplied or licensed by Nintendo (including, but not limited to, non-licensed game enhancements or copier devices), use of the Product otherwise than in accordance with Nintendo's Wii Operations Manual or any other instructions provided with the Product, or any other cause unrelated to defects in material and workmanship; or
- the Product if it has been modified or repaired by any person other than Nintendo.

HOW TO MAKE A CLAIM

To notify Nintendo of a defect covered by this warranty, please contact:

Nintendo Service Centre
Codestorm House, Walton Road, Farlington, Hampshire P06 1TR, Tel: +44 (0) 870 60 60 247

(Calls from a landline within the UK are charged at the standard national rate offered by the caller's network provider. Charges may vary for calls made using a mobile phone. Customers calling from outside the UK will be charged at the international rate offered by the provider of the network being used to make the international call. Please obtain permission from the person responsible for paying the bill before calling.)

When sending the Product to the Nintendo Service Centre, please:

1. use the original packaging where possible;
2. provide a description of the defect;
3. attach a copy of your proof of purchase, ensuring that it contains the date of purchase of the Product; and
4. ensure that it is received by Nintendo within 30 days of the original notification of a qualifying defect.

If the above 24 months warranty period has expired at the time the defect is discovered or if the defect is not covered by this warranty, Nintendo at its sole discretion may still be prepared to either repair or replace the Product (or the part causing the defect). For further information about this and, in particular, the details of any charges for such services, please contact:

Nintendo Service Centre
Tel: +44 (0) 870 60 60 247

(Calls from a landline within the UK are charged at the standard national rate offered by the caller's network provider. Charges may vary for calls made using a mobile phone. Customers calling from outside the UK will be charged at the international rate offered by the provider of the network being used to make the international call. Please obtain permission from the person responsible for paying the bill before calling.)

Hotline

Call our games hotline for assistance on all Nintendo published/distributed software, hardware and accessories. Our dedicated games counsellors can answer all your gameplay questions offering hints, tips and strategies to ensure that you get the most from your Nintendo products.

To call the hotline, dial*

+44 (0) 870 60 60 247

(* Calls from a landline within the UK are charged at the standard national rate offered by the caller's network provider. Charges may vary for calls made using a mobile phone.

Customers calling from outside the UK will be charged at the international rate offered by the provider of the network being used to make the international call.

Please obtain permission from the person responsible for paying the bill before calling.)

Lines are open Monday to Friday 08:30 to 19:00**.

(** Charges and opening hours are correct at time of printing – May 2007 – but are subject to change without prior notice.)

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